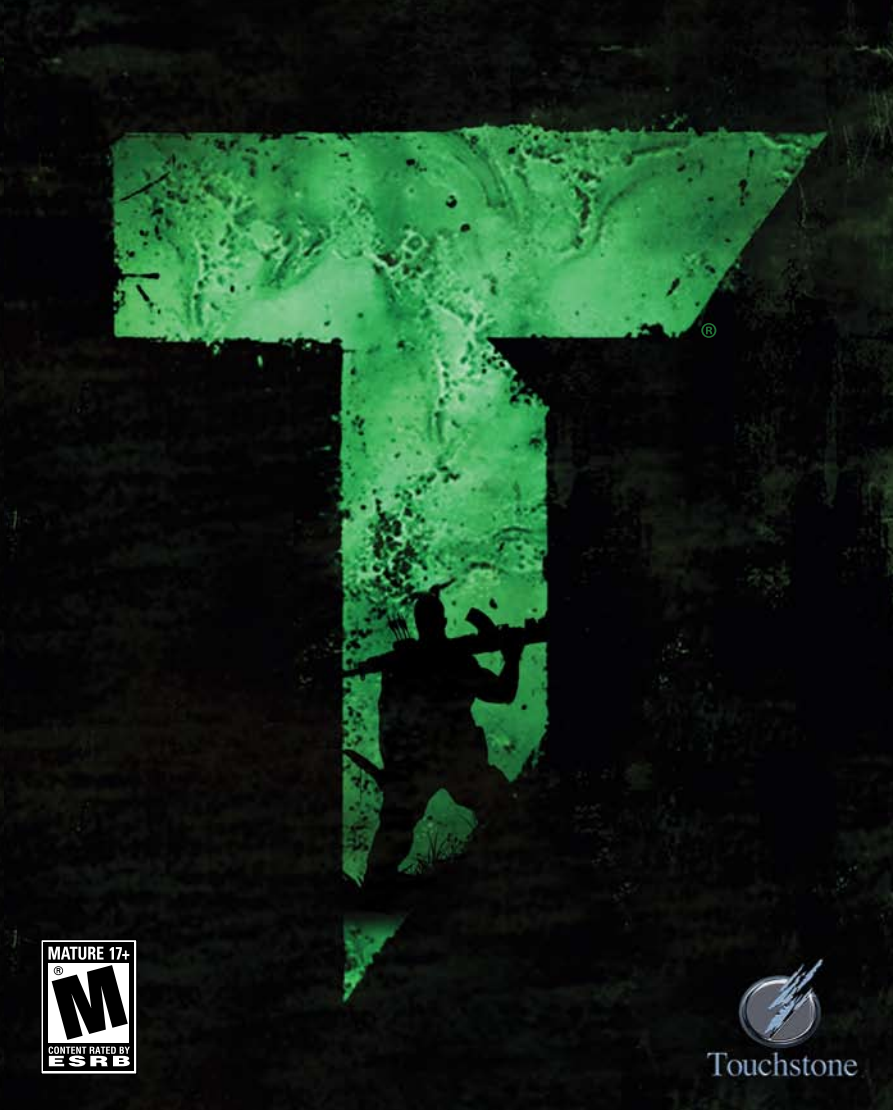

MATURE 17+
M
CONTENT RATED BY
ESRB
Touchstone

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

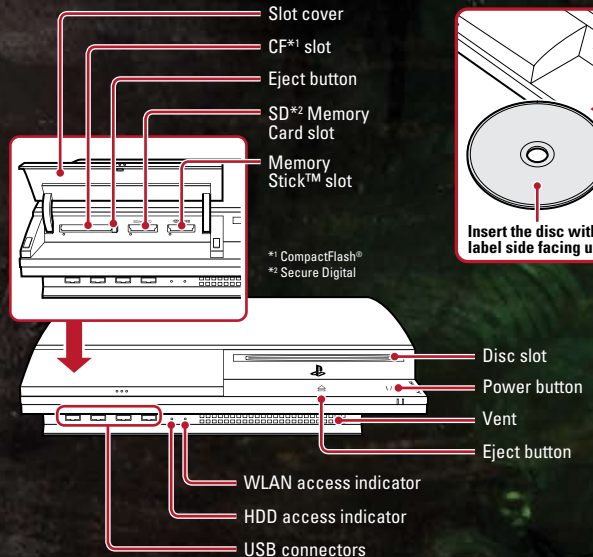
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

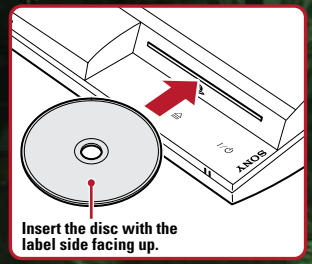
TUROK

TABLE OF CONTENTS

Getting Started	2
Game Controls	4
Introduction	6
Main Menu	7
Game Modes	7
Story Mode	9
Heads Up Display (HUD)	9
The Pause Menu	13
Combat Ops	14
Weapon Selection	17
Weapons and Items	18
Weapons List	21
Multiplayer	26
Playing the Online Game	27
Creating a Private Game	29
Pregame Lobby	32
Match Types	32
Stats	33
Customer Support Information	36
Limited Warranty	37

PLAYSTATION®3 system front





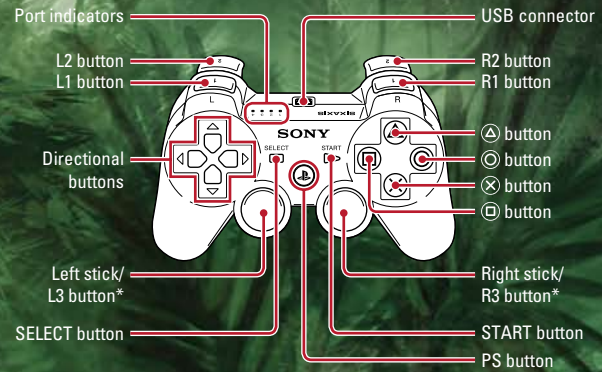
Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information. Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the **TUROK** disc with the label facing up into the disc slot. Select the icon for **TUROK** under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

Using the SIXAXIS™ wireless controller (PLAYSTATION®3)



*The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

GAME CONTROLS

MENU CONTROLS

Navigate menu / Highlight menu item **Left stick/directional buttons ↑ / ↓**

Adjust menu item **Left stick/directional buttons ← / →**

Select highlighted menu item **⊗ button**

Previous screen / Return to Main Menu **◎ button**

Pause game / Open Pause Menu **START button**

ACTION CONTROLS

Move character / Strafe **Left stick**

Jump **⊗ button**

Dive **⊗ button + left stick ← / →**

Action **◎ button**

Crouch / Stand **△ button (tap to toggle ON/OFF)**

Access Objectives **R3 button**

Quick Stats (Multiplayer only) **SELECT button**

Pause game / Open Pause Menu **START button**

WEAPON CONTROLS

Aim weapon / Look **Right stick**

Primary fire **R2 button**

Secondary fire **R1 button**

Zoom/Primary fire (with Dual weapons equipped) **L2 button**

Throw grenade / Secondary fire (with dual weapons equipped) **L1 button**

Reload **□ button**

Pause game / Open Pause Menu **START button**

Equip Weapon 1 (Double tap for Dual wield) **Directional button ←**

Equip Weapon 2 (Double tap for Dual wield) **Directional button →**

Equip Knife **Directional button ↓**

Equip Bow (Story mode only) **Directional button ↑**

Switch between normal / Tek Arrows (with Bow equipped) **R1 button**

Switch between levels of zoom (with Sniper rifle equipped) **R1 button**

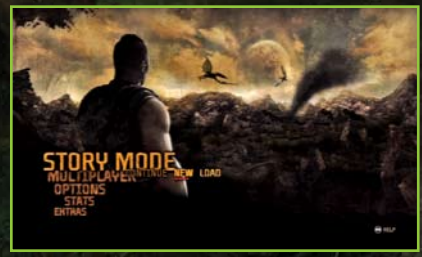
INTRODUCTION

You are Joseph Turok, once a member of Wolf Pack — the most savage, merciless black ops squad of its time. Now, you have been attached by special order to Whiskey Company, an elite commando team, for what should have been a simple mission: Capture and detain Roland Kane from his fortress on a worthless, backwater planet. Kane is an escaped war criminal, the once-legendary leader of Wolf Pack…and your former mentor.

Unbeknownst to you and your team, Kane is in command of a secret paramilitary force funded by the Mendel-Gruman (M-G) Corporation. As Whiskey Company's ship approaches the planet, it is blasted out of the sky by Kane's troops. Suddenly, your simple mission isn't quite so simple. Even worse, it quickly becomes apparent that Mendel-Gruman scientists have been terraforming and genetically engineering the once-barren planet for accelerated evolution. Vicious prehistoric beasts of all shapes and sizes roam the terrain, attacking anything that moves. Your latest mission might end up being your last mission — for all the wrong reasons.

Your ship is in pieces and your teammates are either killed or scattered to the wind. Ruthless mercenaries and voracious, bloodthirsty creatures are hunting down the ones that are not dead. Your mission has become fatally, unrelentingly simple: survive at all costs.

MAIN MENU



Press the **START button** from the Title Screen to access the Main Menu. While you are in the Main Menu, use the **left stick** or **directional buttons** to cycle between options. Press the ⊗ **button** to select, and press the ◎ **button** to go back to a higher set of options or the previous menu.

Note: Press and hold down the **R3 button** while in the Main Menu for Help.

GAME MODES

STORY MODE
Play through the **TUROK** single player Story mode.

MULTIPLAYER
Connect to the Internet to play **TUROK** online. For online play, you must be connected to the Internet via broadband service (either DSL, cable modem or higher speeds). See Multiplayer, page 26, for more information.

OPTIONS

Set game options. Use the **left stick** / **directional buttons** to highlight an option and press the ⊗ **button** to confirm your choice. For options that have adjustable levels, highlight the option and then press the **directional buttons** ⬅ and ➡ to set the desired level.

- **Controls**

View the control configuration.

- **Settings**

Look Sensitivity—Adjust the speed of the Look Sensitivity.

Invert Aim—Toggle Invert Aim ON/OFF.

- **Auto Save**

Toggle Auto Save ON/OFF.

STATS

View your Accomplishments (Story Mode and Multiplayer), Multiplayer, and Leaderboard statistics. For more information, see Stats, page 32.

EXTRAS

View the game Credits and access the PLAYSTATION®Network for special Downloads.

STORY MODE

Once you've selected Story mode from the Main Menu, you can choose CONTINUE to resume a game in progress, begin a NEW GAME, or LOAD a previously played Chapter.

Note: Chapters are locked and unavailable until they have been played through and beaten.

Difficulty Level: When choosing NEW or LOAD, you can select from varying difficulty levels. Choose between NORMAL and HARD. The INHUMAN difficulty level must be unlocked by first beating the game on NORMAL or HARD.

HEADS UP DISPLAY (HUD)

Crosshairs/Weapon Reticule: Use the crosshairs or other sights to aim weapons. The crosshairs will turn red whenever they are pointed over an enemy and blue when pointed at a fellow Whiskey team member.

Note: The crosshairs on projectile-based weapons, such as the Bow, only turn red when an enemy is within range of the weapon.

Damage Arrow: The Damage Arrow appears whenever you are taking damage from enemy attacks and displays the direction from which you are being attacked.

Weapon Display: Displays your currently equipped weapon. Once a weapon is equipped, the Weapon Display will disappear within a few seconds.

Health Indicator: The Health Indicator represents your Health Status. When being attacked and taking damage, the perimeter of the HUD will flash red. As you take damage the Health Indicator will become more severe and your field of vision will become blurry. If you don't find cover quickly, you will die. You can restore your health by finding cover and not taking damage for a short period of time. When the screen returns to normal, you are back to full health.

Ammo Display: The number amount displays the type and total amount of ammo available for that weapon. The number to the left displays the number of grenades left in your inventory. Ammo in the clip is displayed on the weapon itself as lights or icons. These will blink and change to red as the clip gets closer to empty.

Objective Indicator: Displays the direction of your current objective. Follow the arrow on the outer edge of the blue crescent to reach the objective. The Objective Indicator will disappear after a few seconds. To pull it back up, press the **L3 button**. The Objective Indicator is not available in certain situations or stages.

Weapon Exchange Display: Appears when you are standing over a weapon that is not in your inventory. In addition to his Bow and Knife, Turok can only carry two weapons at one time. To swap a current weapon with a new weapon, briefly hold the button with the corresponding button icon displayed on-screen.

THE PAUSE MENU

Press the **START button** to pause gameplay and display the Pause Menu. Press the **left stick** or **directional buttons** ⬆ / ⬇ to highlight a menu option and press the ⊗ **button** to confirm your selection.

Note: Accessing the Pause Menu during online gameplay will not pause the game.

Resume
Return to the game.

Restart
Restart the current level from the last checkpoint.

Settings
Adjust the game options. For more information, see Options, page 8.

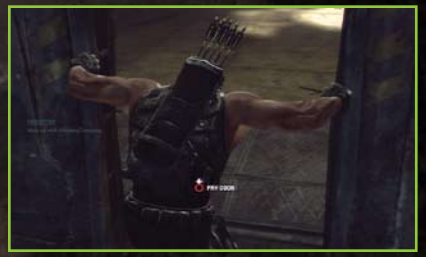
Controls
View the control configuration.

Save
Manually save your progress and update your save file.

Quit
Quit the game and return to the Main Menu.

COMBAT OPS

INTERACTION



Often, Turok will be required to perform a special action, such as climbing a ladder or prying open a door. When these actions occur, a Context Sensitive icon will appear on-screen and you must correctly perform the action by following the on-screen button callouts or stick movements.

DINO MAULING

When a dinosaur attacks at close range, it can pounce and knock Turok to the ground, and then begin to maul him. When this happens you must quickly free Turok from the vicious claws of the creature by repeatedly pressing the corresponding Context Sensitive icons that appear on-screen.

DINO LURING

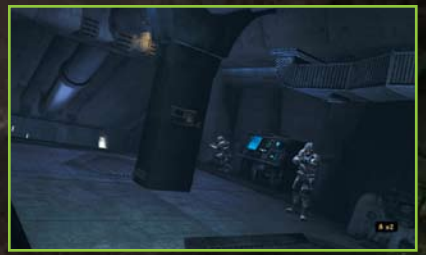
Dinosaurs are neutral enemies, meaning they do not use discretion when attacking prey. You can use their voracious appetites and vicious dispositions to your advantage by luring them into attacking Turok's enemies with the Secondary fire flares from the Shotgun. Fire into a group of enemies, or toward a pack of dinosaurs, and let them do the work for you.

QUIET KILLS

With the Knife equipped, you can perform brutal quiet kills by either sneaking up and approaching an enemy or small-sized dinosaur from behind or the side, or by stunning them with a gun and then quickly going in for the kill with the Knife to finish them off. Try to remain unseen and sneak up on your prey, then press the **R2 button** to quickly take it down with a deadly thrust of the blade.

Note: The Bow gives you the same stealth advantages that the Knife does.

DODGING



Turok can perform a quick dodge maneuver to dive out of the way of an enemy attack or get outside the radius of a grenade explosion. By pressing the ⊗ **button** while holding ⬅ or ➡ on the **left stick**, Turok can dodge in that direction.

WEAPON SELECTION

USING THE WEAPON SELECT SYSTEM

Turok features a Weapon Select System that gives you instant access to the arsenal of weapons in his inventory via the **directional buttons**.

To use the Weapon Select System

- Tap the **directional buttons** ⬅ and ➡ to select Turok's left and right hand weapons (this includes the Bow in multiplayer).
- Double tap the **directional buttons** ⬅ or ➡ to Dual Wield two weapons at once.
- Press the **directional button** ⬇ to equip the Knife (once acquired).
- Press the **directional button** ⬆ to equip the Bow (once acquired, Story mode only).

Note: When wielding the Bow, press the R1 **button** to cycle through the different ammo types.

WEAPONS AND ITEMS

ALTERNATE FIRE

All of the weapons have a unique Secondary fire option that can have devastating results. To use a weapon's Secondary fire, press the **R1 button**. When Dual Wielding, you can also use the **L1 button**.

WEAPON ZOOM

Almost every weapon has a zoom feature that allows you to look through its sights for more precise aiming. To use the zoom feature, hold down the **L2 button**. For greater aim with the Sniper rifle, click the **R1 button** while zoomed in to cycle through different levels of zoom.

Note: The zoom feature is disabled when Dual Wielding two weapons.

GRENADES

A well-thrown grenade can have devastating results. Press the **L1 button** to toss a grenade. An audible warning beep will sound off just before the grenade explodes.

Note: Grenades cannot be tossed when using Dual Wield.

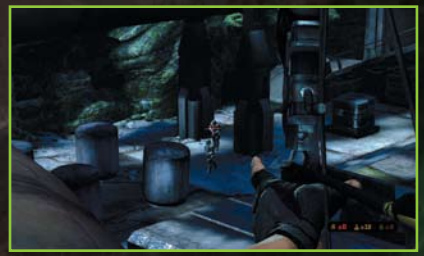
AMMUNITION

Pick up and refill ammunition for your weapons by grabbing fallen weaponry. The ammo counter on your HUD shows how much ammunition is in your backpack and picking up ammo from the ground will fill your backpack to its maximum capacity. There are lights on most weapons that indicate the amount of ammunition in your clip, which can be re-loaded from the supply in your backpack. If you are running low, make it a point to go find more.

SWAPPING WEAPONS

In addition to the Bow and Knife, Turok can only carry two weapons at one time. When you come across a weapon that is not in your inventory, you can swap it for one of your other weapons by standing over it and pressing the corresponding button that appears on-screen.

USING THE BOW



Press and hold the R2 **button** to ready an arrow with the Bow equipped. When it has been drawn back far enough, you may fire. Use the L2 **button** to zoom for precision shooting. Swap between standard and explosive arrows by tapping the R1 **button**. Hold down the R2 **button** for a few moments to concentrate and fire off a charged shot that is strong enough to pin a human enemy to a wall. If your target moves, slowly release the R1 **button** to de-tension the Bow and cancel your shot.

WEAPONS LIST

ORO P23 combat knife: This razor sharp carbon plated combat Knife allows Turok to move quickly and silently, eliminating opponents with a single quiet kill when he approaches them without being spotted. Expert users may even be able to attack from the front.

ORO C9 Perforator compound bow: Turok's trademark Bow that has the ability to strike opponents from great distances without making any sound. When at full tension, it's powerful enough to pin an enemy to a wall. When equipped with Tek Arrows, this weapon has an explosive effect. Turok can attack without being seen when using the Bow.

ORO HOG 9mm handgun: This pistol is accurate and powerful at close range and comes equipped with a Secondary burst fire mode. It can be Dual Wielded.

ORO FP9 SMG: A standard automatic rifle that can be equipped with optional silencer for quiet kill capability. Like the HOG, it can be Dual Wielded.

ORO Enforcer shotgun: The Enforcer provides excellent stopping power with a wide blast radius. Its Secondary fire is a flare launcher that can be used to lure dinosaurs to attack enemies. It too can be Dual Wielded.

ORO War Horse mini-gun: This heavy mini-gun unleashes a steady hail of deadly bullets. It takes a few seconds to spin up before firing, or can be pre-spun for instantaneous response using the **L2 button**. The War Horse has a Secondary function that converts it into a ground mounted auto turret. This turret will provide covering fire and take out enemies with no input from the player.

ORO RedFist RPG: This brutal rocket launcher can be fired in two different modes: a standard "dumb fire" mode, or a special lock-on mode that provides "fire and forget" capability that hunts down the locked on target and kills them.

ORO L66 pulse rifle: The L66 is an accurate, fully automatic pulse rifle that fires armor piercing depleted uranium slugs. The weapon quickly overheats when fired in sustained bursts. Its Secondary fire is a rapid-fire Disruption Grenade launcher. These grenades knock down the enemy or blows them out from under cover so that you can get a clear shot at them.

TRIGLAV 92 Stalker (T92) sniper rifle: This high-powered rifle is extremely accurate from long range and includes a scope for picking off targets at extreme distances. Its Secondary function provides a selection of zoom ranges, from 2x to 10x.

ESUS Blackfly sticky bomb gun: The Blackfly can launch a remote bomb that sticks to its target. Once attached, the bomb can be manually detonated from a distance, turning unsuspecting dinosaurs into explosive objects. Adding to its functionality is the ability to fire spreads of proximity mines that explode with lethal force when an enemy approaches them. The sticky gun can also be Dual Wielded.

ORO FG8 grenade: These frag grenades can cause explosive and concussive damage over a wide area, momentarily disorienting anyone caught within their blast radius.

ESUS Fireblade flame thrower: The Fireblade causes short range flame damage with a stream of deadly molten heat. Its Secondary function is a high-powered napalm grenade that can be launched long distances and burn enemies within its radius.

Free-standing turrets: Kane's base defenses include both rocket and chain-gun turrets.

MULTIPLAYER

Participate in intense competitive combat online by battling against other players while dealing with the added threat of AI-controlled dinosaurs.

Note: You must have an account on PLAYSTATION®Network and a high-speed Internet connection to use this feature. In order to get online, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point (for wireless networks), and a PC. For further information and setting up details, please refer to the PLAYSTATION®3 Instructional Manual.

PLAYING THE ONLINE GAME

Select MULTIPLAYER from the Main Menu. Then choose from PLAYER MATCH, PRIVATE MATCH, and FRIENDS.

Game Modes:

• **Public Match/Quick Match:** Quick Match games will find the first available game to get you playing as fast as possible.

• **Public Match/Custom Match:** Custom Match games allow you to find or create a public match based on your filter options.

• **Private Match:** Create or play a match with only your trusted friends. For more information, see Creating a Private Game, page 29.

• **Playlist:** Choose from SMALL FREE FOR ALL, LARGE FREE FOR ALL, SMALL TEAM GAME, LARGE TEAM GAME, and CO-OP.

• **Small/Large Free for All:** Go solo and rack up the highest score in Deathmatch play while battling on either small or large-sized maps with up to 8 or 12 players.

• **Small/Large Team Game:** Join up with others for team-based play (such as Team Deathmatch and Capture the Flag) in either small or large-sized maps with up to 8 or 12 players.

• **Co-Op:** One squad versus the enemy. Team up with up to three other players and head into battle. Not available in Ranked games.

PUBLIC MATCH

Choose PUBLIC MATCH then QUICK MATCH to be automatically placed in a game or select CUSTOM MATCH to find or create a game based on your Filter options. Once you select Custom Match, you'll be taken to the Pregame Lobby where you can select the Playlist for your game.

PRIVATE MATCH

Choose PRIVATE MATCH to enter the Pregame Lobby. There you can host a game and Invite friends to join. You can also adjust the different game options and choose a desired game type.

FRIENDS

Choose FRIENDS to find, manage, and select friends from your Friends List. Friends from your Friends List can then be invited to play an online match by pressing the ◉ **button** when on the Private Match Menu.

CREATING A PRIVATE GAME

When you create a Private Game, you can choose from a host of options to configure the match to your specifications. Once you've set all of your options, highlight START GAME and press the ⊗ **button**. The list of options is below:

GAME MODE

Choose the Game Mode Type, Game Modes include Deathmatch, Capture the Flag, Assault Capture the Flag, War Games, and Co-Op. For more information, see Match Types, page 32.

MAP

Select from the available Maps. These are the environments you play in.

SCORE

Set the score you wish to play to. When a player reaches the limit, the game will end.

LIVES

Set the number of lives per player. When you run out of lives, you will no longer respawn. Choices are Unlimited, 5, 10, 20, 30, and 50.

TEAM LIVES
Set the number of lives per team (this option is only applicable on team-based Match Types). When your team runs out of lives, the game is over. Choices are Unlimited, 5, 10, 25, 35, 50, 75, and 100.

TIME
Select the time limit for the game. When time runs out the game will end. Choices are Unlimited, 10, 15, 20, and 30 minutes.

WEAPON SET
Select between a predetermined weapon set for your game. Choices include Map Default, Knife Fight, Primal, Pistol, Assault, Dual Wield, Sniper, Close Quarters, and Random. Map Default are weapons already chosen for the specific map being played, whereas Random selects from among the available weapon sets. Other weapon set descriptions are listed on the screen when that set is highlighted.

ADVANCED OPTIONS
These are an additional set of options that allow you to configure your game in detail.

- **Friendly Fire:** Choose if you want to damage your teammates. Toggle ON/OFF

- **Flag at Home to Score:** When enabled, you cannot score a point unless your flag is on its flag stand. Toggle ON/OFF. **Note:** This is for Capture the Flag modes only.

- **Flag Touch Return:** When enabled, you will return your flag to the base by touching it. Toggle ON/OFF. **Note:** This is for Capture the Flag modes only.

- **Slow With Flag:** When enabled, players will run slower when carrying the flag. Toggle ON/OFF. **Note:** This is for Capture the Flag modes only.

- **Item Encumbrance:** When enabled, players will run slower when carrying the bomb. Toggle ON/OFF. **Note:** This is for War Games mode only.

- **Flag Reset Time:** Set the amount of time that must elapse before a dropped flag returns to its stand. Choose from increments of 0, 5,10, 15, 30, 45, and 60 seconds. **Note:** This is for Capture the Flag modes only.

- **Respawn Time:** Set the amount of time a player must wait until they are respawned. Choices are 0, 1, 2, 3, 4, and 5 seconds.

- **Allow Grenade Pickups:** When enabled, players can use grenades. Toggle ON/OFF.

- **Weapon Respawn Time:** Set the amount of time it will take before weapons respawn. Choices are 0, 5, 10, 15, and 30 seconds.

- **Rivals:** Your Rival is the last person who killed you. When enabled, this player is tinted differently from your other foes so you know who to get revenge on. Toggle ON/OFF.

- **Suicide Penalty:** Set how much extra time a player must wait before respawning if they have killed themselves. Choices are 0, 1, 2, 3, 4, and 5 seconds.

- **Betrayal Penalty:** Set how much extra time is added to a player's respawn time if they kill a teammate. Choices are 0, 1, 2, 3, 4, and 5 seconds.

- **Suicide Point Loss:** When enabled, you will lose a point for a suicide. Toggle ON/OFF.

- **Betrayal Point Loss:** When enabled, you will lose a point for killing a teammate or yourself. Toggle ON/OFF.

PREGAME LOBBY

Once you select PRIVATE MATCH from the Multiplayer Menu, you will be taken to the Pregame Lobby. Here you can Invite other players to join your game or Switch Teams (when playing a team-based game). Press the L2 and R2 **buttons** to switch teams, press the ◉ **button** to Invite a player, and highlight a player from the list on the right.

Inviting Players

When in the Pregame Lobby, you can Invite other players to join your game by pressing the ◉ **button**. When the Game Invites window appears, highlight desired Friend and press the ⊗ **button** to send an Invitation.

MATCH TYPES

Deathmatch: This is a pure fight to the death free-for-all where everyone is out for themselves. The winner is the one with the most points when the match is over.

Team Deathmatch: Similar to Deathmatch except you are working with your team to collectively rack up more points than the opposing team.

Capture the Flag: Capture the enemy's bio-toxin canister and return it to your base in this team-based battle. Points are earned for the highest number of canisters captured in a given round.

Assault Capture the Flag: Similar to Capture the Flag, this round-based version of the game has teams alternating the role of attacker and defender. The team who wins the most rounds wins the match.

War Games: These are objective-based matches that have varying objectives based on the map. Objectives include finding a bomb and blowing up the opposition's headquarters, powering up and defending your base, and taking/holding towers.

Co-Op: One squad battles it out against the enemy. Team up with up to three other players and fight the enemy cooperatively.

STATS

Accomplishments

Accomplishments are a set of 43 awards for achieving distinct milestones during gameplay. Some Accomplishments are awarded for completing specific goals, like pinning an enemy to the wall with a Bow, while others are for milestones in online play. You can view the list of Accomplishments from the from the front end menu by selecting Stats—Accomplishments.

Multiplayer

Displays your personal Multiplayer stats, including Games Played, Games Won, Games Lost, Suicides, and more. You can also check your Battle Rating, a measurement of your skill at First-Person shooters. Similar to the QB rating in football, shoot for a score over 100.

Leaderboards

The Leaderboards allow you to view the top ranked positions for each Match Type, as well as other statistics such as Overall Kills, Overall Wins, Battle Rating and more.